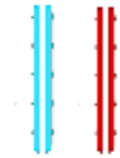


Arjun Bhatia

LaserClass laser.t

Images



Shown above are red and blue laser images made of lines.

Procedures

SetX (ipX : int)

- ❖ Sets the X-coordinate of the laser based on the inputted integer

SetY (ipY : int)

- ❖ Sets the Y-coordinate of the laser based on the inputted integer

SetSpeed (ipSpeed : int)

- ❖ Sets the speed multiplier based on the inputted integer

SetAngle (ipAngle : int)

- ❖ Sets the angle integer based on the inputted integer divided by 10

SetColour (spColour : string)

- ❖ Sets the colour of the laser based on the inputted string

Show

- ❖ Draws the laser based on the selected colour

Move

- ❖ Adds the vertical distance to the Y-coordinate
- ❖ Adds the horizontal distance to the X-coordinate

Accelerate

- ❖ Calculates a horizontal distance to move from the negative sine of the laser's angle in degrees
- ❖ Calculates a vertical distance to move from the cosine of the laser's angle in degrees
- ❖ Plays a sound effect

Banish

- ❖ Places the laser offscreen
- ❖ Stops the movement of the laser

Functions

GetX : int

- ❖ Outputs the X-coordinate of the front of the laser as an integer

GetY : int

- ❖ Outputs the Y-coordinate of the front of the laser as an integer

Defaults

ConstructLaser (var opS : LaserClass)

- ❖ Banishes the laser
- ❖ Sets default speed of the laser
- ❖ Sets default colour of the laser

DestructLaser (var opS : LaserClass)

- ❖ Banishes the laser
- ❖ Frees all variables